

Yum Plus and Triple Yum Plus Rules

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NUMBER OF PLAYERS:

Yum Plus may be played by any number of people. It can be played solitaire or competitively in a group.

OBJECT OF THE GAME:

The object of Yum Plus is to obtain the highest score for one or more games. The player with the highest total score for all games (up to 6 games) wins.

Each turn consists of a maximum of three rolls. The first roll must be made with all five dice. If the player chooses to roll a second and, if desired, a third time, he may pick up any or all the dice and roll again. It is the skillful use of these two optional rolls of the dice that can turn an unlucky first or second roll into a high-scoring turn. A score must be entered after the last roll in the appropriate box or a zero entered in a box of the player's choice.

SUMMARY OF THE GAME

On your turn, roll the dice a maximum of three times in order to obtain the best possible combination.

Record your score in one of the 22 boxes: 6 in the top section of your score sheet and 16 in the bottom section.

The boxes can be completed in any order.

However, at the end of each turn, the player must complete one. (If he has no points, he writes 0 in the box of his choice)

After filling in your 22 boxes, add up your points and any bonuses to obtain your Grand Total. The player with the highest Overall Total wins the round.

HOW TO SCORE POINTS

The Yum Plus brand sheet is divided into two sections:

Upper Section and Lower Section.

Upper Section

1 to 6

You get one or more 1s, you add up the 1s, you enter them in the 1s box.

You get one or more 2s and you enter them in the 2 box ... etc





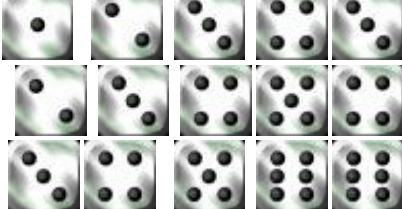





Sub Total = Total points of 1 à 6

Bonus if the total of the Upper Section

≥ 63 we register 35 points ≥ 71 we register 55 points ≥ 78 we register 75 points

Total Upper Section = Sub Total + Bonus

Lower Section

Roll	Ex.
One Pair	
2 Pair	
3 of a Kind	
4 of a Kind	
Short Straight sequence of 4 number	
Long Straight sequence of 5 number	
Low Straight	
High Straight	
Low Score 21+	<p>Sum of all dice = 21 or more</p>
High Score > Low	<p>Must be greater than the low score</p>
Full House	
Chance	<p>Sum of all dice</p>
Minus	<p>36 - Sum of all dice</p>
Yum (5 of a Kind)	
2nd Yum	<p>100 points</p>
3th Yum	<p>100 points</p>

ZERO OPTION

During the game, the player can choose, if he thinks it is to his advantage, to score a 0 at the end of the round rather than to score points. Remember: you have to fill in one square each turn.

YUM USED AS A JOKER:

A YUM may be used as a Joker only when both of the following conditions exist:

1. The YUM box has been previously filled with 50 or zero.
2. The appropriate box in the Upper Section has been filled.

For example, if the YUM consists of five 4's and the "Fours" box has been previously filled.

The player marks his score in any of the boxes in the Lower Section as follows.

If the dice were he may score the total of all 5 dice, which in this case equals 20 points, in any one of the following boxes: "3 of a kind," "4 of a kind" or "Chance." Or he may score 25 points in the "Full House" box, 30 points in the "Small Straight" box or 40 points in the "Large Straight" box. If all the boxes in the Lower Section are filled, he must enter a zero in a box of his choice in the Upper Section.

Total Lower Section = Total Lower Section Points

Grand Total = Total Lower Section + Total Upper Section

Triple Yum Plus Rules

Put the score in the most appropriate position.

The third column across is worth triple the amount of points at the end of the game, the second row is worth double, and the first row is scored at face value.

Place lower scores in the first column, so you can save space in the double and triple columns for higher scores.

Place any Full Houses, Small Straights, Large Straights, or Yum in the third column first, because those point values never change.

YUM Plus

Upper Section								
ROLL	Score Max	1	2	3	4	5	6	7
1	5							
2	10							
3	15							
4	20							
5	25							
6	30							
	Sub Total							
BONUS if Total $\geq 63,35$ $\geq 71,55$ $\geq 78,75$								
	Total Upper Section							
Lower Section								
One Pair / Une pair	sum of all dice							
2 Pair / 2 paire	sum of all dice							
3 of a Kind / 3 pareilles	sum of all dice							
4 of a Kind / 4 pareilles	sum of all dice							
Short Straight	sequence of 4 number (15)							
Long Straight	sequence of 5 number (20)							
Low Straight	30							
High Straight	40							
Low Score 21+	sum of all dice							
High Score > Low	sum of all dice							
Full House	25							
Chance	sum of all dice							
Minus	36 - sum of all dice							
Yum (5 of a Kind / 5 pareilles)	50							
2nd Yum	100							
3th Yum	100							
	Total Lower Section							
	Total Upper							
	Grand Total							

Tripple Yum Plus

Upper Section		1			2		
ROLL	Score Max	One	Two	Three	One	Two	Three
1	5						
2	10						
3	15						
4	20						
5	25						
6	30						
Sous Total	SCORE						
BONUS si Total $\geq 63,35$ $\geq 71,55$ $\geq 78,75$							
Total							
Lower Section							
One Pair / Une pair	sum of all dice						
2 Pair / 2 paire	sum of all dice						
3 of a Kind / 3 pareilles	sum of all dice						
4 of a Kind / 4 pareilles	sum of all dice						
Short Straight	sequence of 4 number (15)						
Long Straight	sequence of 5 number (20)						
Low Straight	30						
High Straight	40						
Low Score 21+	sum of all dice						
High Score > Low	sum of all dice						
Full House	25						
Chance	sum of all dice						
Minus	36 - sum of all dice						
Yum (5 of a Kind / 5 pareilles)	50						
2nd Yum	100						
3th Yum	100						
Total Lower Section							
Total Upper Section							
Combined Total							
Combined Total Multiplier		x1	x2	x3	x1	x2	x3
Total							
Grand Total (add three Total)							